

ARNAV KUMAR

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Education

Nanyang Technological University
Aug 2010 - Jun 2014

- B. Eng. (Hons.) in Computer Science with a CGPA of 4.73 (on 5).
- Minor in Business, Specialization in Intelligent Systems (expected).
- Dean's List - Academic Year 2012-13
- Awarded President's Research Scholarship - offered to the top 5% of the cohort. (2011-12)
- Awarded full scholarship covering tuition fees and a living allowance.

St. James' School
Graduated in May 2010

- Indian School Certification (ISC) - 91%. (A - Level Equivalent)
- Indian School Certificate Examination Result (ICSE) - 94%. (O - Level Equivalent)

Work Experience

IBM Singapore
Software Engineering Intern
May 2013 - Aug 2013

- Developed core components for Version 1.0 of an upcoming mobile solution which provides Single Sign-on capabilities on the iOS platform.
- Built the fully-featured UIWebView based embedded browser which provides Web SSO capabilities within the App.

IBM Singapore
Software Engineering Intern
Jun 2012 - Dec 2012

- Development – Prototyped new mobile (iOS and Android) solutions aimed at enhancing user experience and security of sensitive user information. Explored and implemented methods of automated form - filling techniques.
- Quality Assurance – Configuration and troubleshooting server side components of a new solution for Privileged Identity Management. Automated the user-creation process during load-testing, reducing time required at this stage by 66%.

Academic Projects

Final Year Project
Aug 2013 - Present

- Working on a proof-of-concept game demonstrating interaction with real world objects virtually.
- Interfacing a Kinect, an iPhone, and a projector with a central server to process motion and interaction.

Software Engineering
Jan 2013 - May 2013

- Project Manager for [dBauggle](#), a word-game for children with special needs.
- Led a team of 6 to develop the iOS game built using the cocos2d framework.
- Designed the project architecture and developed the interface and the game engine.

Computing Innovation and Design Programme
Feb 2012 - May 2012

- Group Leader and project manager for PAWS, a social network for pet agencies and prospective pet owners to interact and start the adoption process.
- Developed the user interface, location based services, and components of the back-end. Built on Python-based Django framework.

Relevant Courses

- Algorithms, Object Oriented Programming & Data Structures, Software Engineering (1&2), Database Systems, Operating Systems, Artificial Intelligence, Natural Language Processing, Neural Networks, Data Mining.

Skills and Interests

Technical Skills

- Java, Objective-C, Python (& Django framework), HTML/CSS, Javascript and others.
- Represented NTU in International Collegiate Programming Competition (ACM-ICPC) Regionals 2011 held in Kuala Lumpur.

Interests

- Reading, Writing, [Blogging](#), Sports (football, rugby).
- Played Rugby competitively for 8 years.
- Member of the NTU Rugby Squad between Sept 2010 and Aug 2011.

Extra - Curricular Activities

NTU Open Source Society President
Aug 2012 - July 2013

- Head of the management committee of a 120-strong club which promotes technology and provides learning resources via workshops, sharing sessions, and job opportunities.
- Organized and delivered various workshops and initiated the fortnightly sharing sessions.

Computer Engineering Club IT (Media) Officer
Aug 2012 - July 2013

- Nominated to the Student Council of a 2000-strong school student body.
- Revamped "SCeNe", the club's digital publication resulting in 400% increase in reach.
- Steered the club's annual branding initiative and maintaining its social media presence resulting in a 90% increase in online following.
- Organised the School's first Hackathon and other events.